

Interactive Kiosk for College of Engineering

The Problem

Janssen Engineering Building (JEB) lacks a centralized location for finding information in person. With the abundance of faculty and student offices, as well as student centers such as CSAC and ThinkTank, there is great opportunity to provide a location for students, faculty, and visitors to find the information they need.

- Where is the ThinkTank? JEB 326? The Computer Science office?
- How do you get to these rooms?
- What college specific events are coming up?
- I'm the event coordinator for this club, where do I put up this event flier that will have high visibility?

The Goal

Using Four Winds Interactive's digital signage development, build a reliable, interactive digital sign display to be placed in Janssen Engineering Building (JEB) for the College of Engineering.

Specifications

- ❖ Map of the building – “Wayfinding”
- ❖ About the building – history, Deans, etc.
- ❖ Useful information – College & club events, hours of operation, promo videos, etc.
- ❖ Security – faces the public
- ❖ Maintainability – develop thoughtfully and document

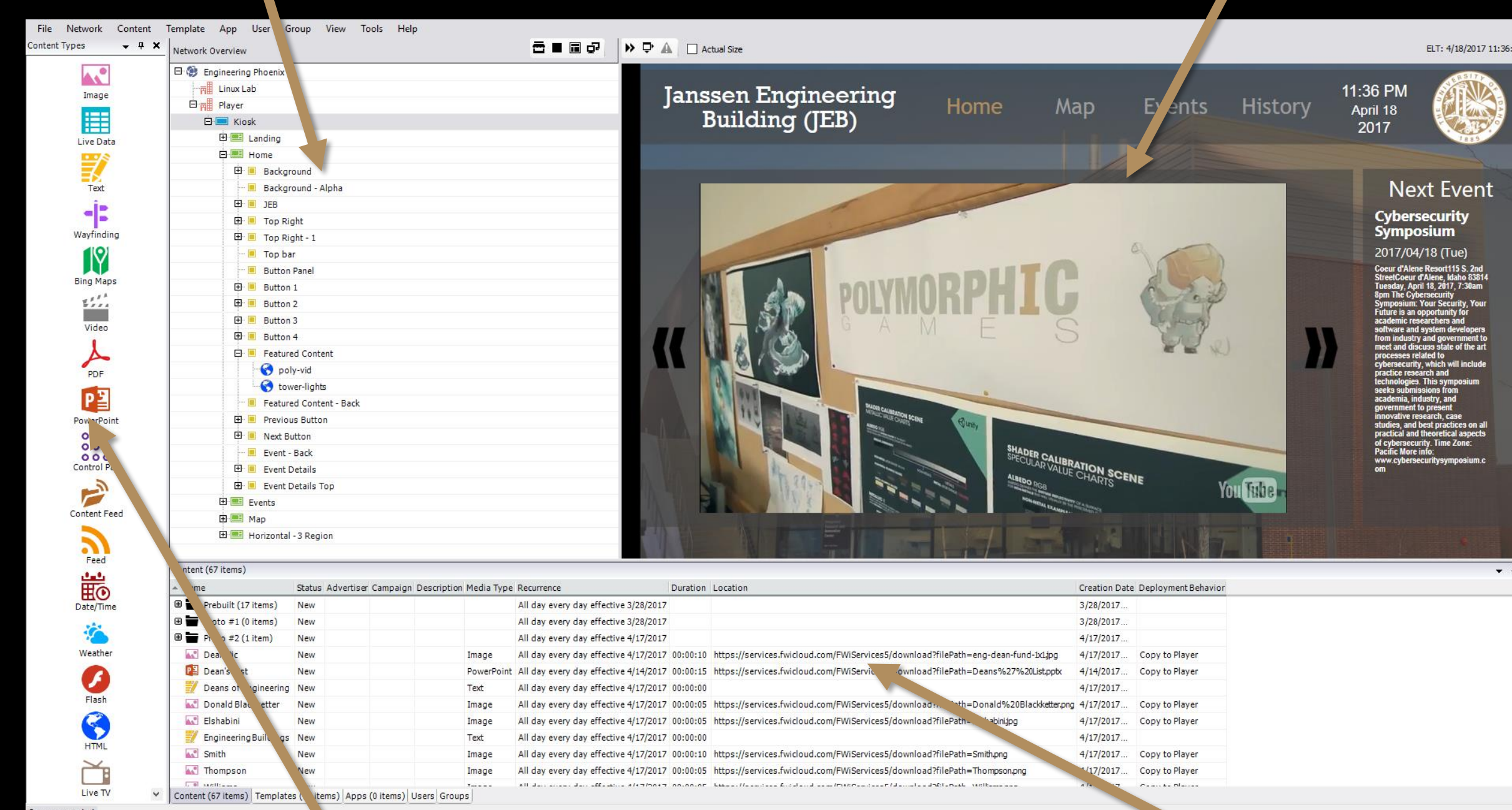
Special Thanks

Gregory Donohoe • Rob Patton • Bruce Bolden
Feng Guan • Robin Rakowski • Brad Neal • Victor House

Product Development: Content Manager

In the Network Overview, content can be added to signs, configured, and deployed to the sign remotely.

In preview mode, the design can be viewed on the development machine as it would on the player, allowing for quick and simple testing.



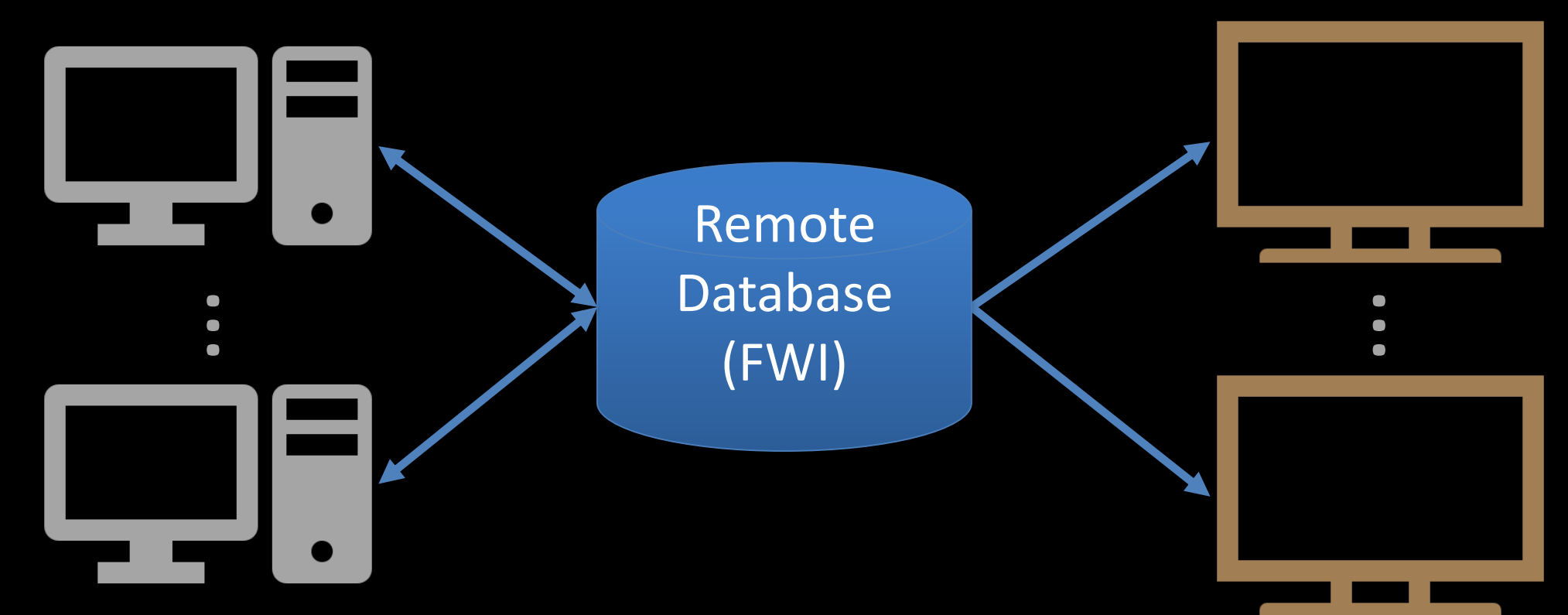
A variety of content types are available to build the content with. All are highly configurable and offer unique behavior

All content and templates that are created show in the master list here, all can be reused any number of times.

Deployment Cycle

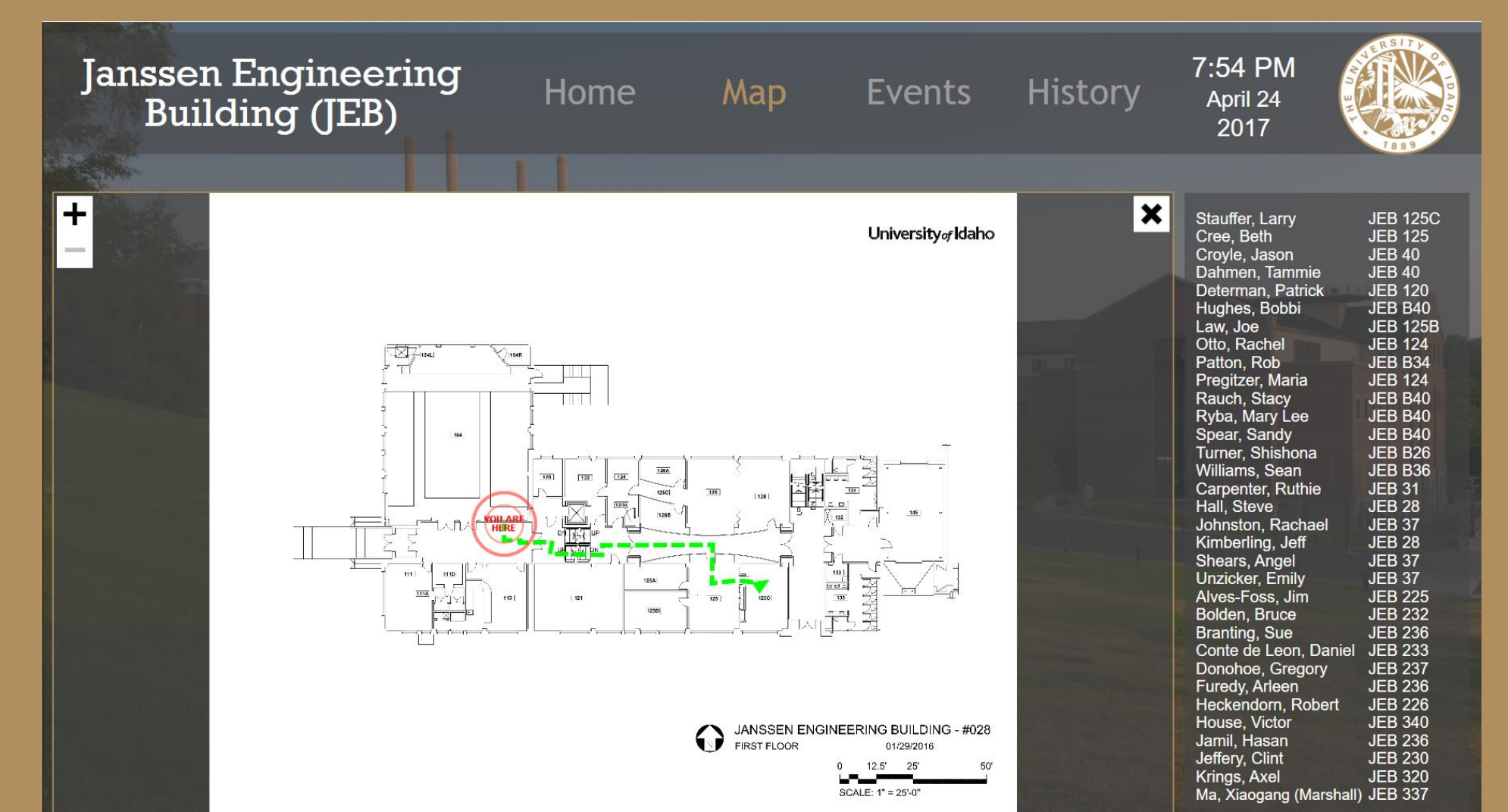
Content Managers

Content Players



Multiple users can work on separate computers with the Content Manager installed and push their changes to the remote database, optionally managed by FWI

The Result



Directions around JEB, or “Wayfinding” as FWI calls it, was one of the most important aspects of this project. On this page, users can click an item in the directory on the right, and see the path (green) from the location of the player (red) to the selected location.

The Team



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